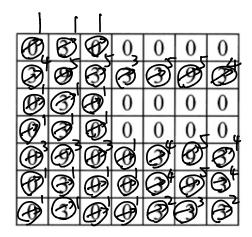


0	3	0	0	0	0	0
3	9	3	3	3	9	3
0	3	0	0	0	0	0
0	3	0	0	0	0	0
0	9	0	0	3	9	3
0	3	0	0	3	9	3
0	3	0	0	3	3	3



(b) median filter

0	3	0	0	0	0	0
3	9	3	3	3	9	3
0	3	0	0	0	0	0
0	3	0	0	0	0	0
0	9	0	0	3	9	3
0	3	0	0	3	9	3
0	3	0	0	3	3	3

)				
0	3	0	0	0	0	0
3	9	3	3	3	\mathfrak{G}	3
0	(A)	0	0	0	0	0
0	(3)	0	0	0	0	0
0	9	0	0	3	(3
0	3	0	0	3	3	3
0	3	0	0	3	3	3
0	(3) (3)	0	-	3	3	3

(c) g, Dreduce random noise

Dout blur sharp edges, such as vertical line. 92 @ remove "salt-and-pepper" noise

@ preserves edge

3 however, the vertical line is missing